

Duke Nukem: Endangered species

Weapons

- ammo box / total / in weapon

1. Hunting knife -
2. Pistol - 12 / 200 / 48
3. Shotgun - 10 / 50 / 10
4. Sniper rifle - 15 / 99 / 15
5. M16 Rifle - 50 / 200 / 50
6. RPG - 5 / 50 / 5
7. Pipe bomb - 5 / 50 / 1
8. Shrinker - 5 / 50 / 10
9. Trip bomb - 1 / 10 / 1
10. Freezer - 25 / 99 / 25

Equipment

Masking

1. Camouflage

Decreases the ability to see Duke.

Energy drain: Yes.

Upgrades: Yes, rate.

2. Cover scent

Masks Duke's scent hides traces.

Energy drain: Yes.

Upgrades: Yes, rate.

3. Sound suppressor

Decreases noise made by Duke while moving.

Energy drain: Yes.

Upgrades: Yes, rate.

Holo Duke

Creates Duke's holographic projection. While active, works as Call source.

Energy drain: Yes.

Upgrades: Yes, rate.

Call

Attracts predatory animals by making sound of some wounded ambient creature.

Energy drain: Yes.

Upgrades: Yes, rate.

Target info

Level 1: indicates animal's name, relative distance

Level 2: adds dimensions, weight

Level 3: adds health bar

Energy drain: Yes

Upgrades: Yes, levels

Radar

Level 1: 90 – camera FOV

Level 2: 180 – visible sector

Level 3: 360 – full range

Energy drain: Yes

Upgrades: Yes, levels

Equipment indicators:

1. Masking
2. Holo Duke
3. Call
4. Target info
5. Radar

System indicators:

1. Battery load, time to full discharge
2. Masking level
3. EGO/max ego
4. Ammo in magazine/all